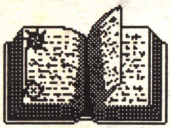
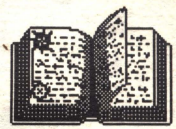


Might and Magic® II
Gates to Another World



Amiga Instruction Sheet

Floppy Drive Loading Instructions

To run Might and Magic off a floppy drive, simply insert the Might and Magic II Boot Disk in DFØ: and turn your computer on. If you have a second floppy drive, place the Might and Magic II Play Disk into it. Otherwise, you will be prompted to switch between the Boot Disk and the Play Disk when necessary.

It is recommended that you make a copy of the Might and Magic II disks, and use them for game play. If you are unsure how to do this, consult your Amiga DOS manual for details on making a disk backup.

Hard Drive Loading Instructions

Boot your hard drive as normal. Open a CLI window (see your Amiga DOS manual) and create a directory for Might and Magic II by typing:

```
MAKEDIR DHØ:MM2
```

Then, insert your Might and Magic II Boot Disk into DFØ: and type:

```
COPY DFØ:#? DHØ:MM2
COPY DFØ:FONTS ALL FONTS:
```

Next, insert your Might and Magic II Play Disk into DFØ: and type:

```
COPY DFØ:#? DHØ:MM2
```

To run the program, type:

```
CD DHØ:MM2
EXECUTE PLAYMM2
```

The PLAYMM2 file contains the following commands:

```
ASSIGN MM2BOOT: DHØ:MM2
ASSIGN MM2PLAY: DHØ:MM2
MM2
```

Note: If your hard drive is not named DHØ:, substitute its name whenever DHØ: is required, including in the PLAYMM2 file.

Other Features

Pressing <CONTROL-Q> while adventuring in the world of Cron, or <ESCAPE> after checking into the Inn will quit to the Workbench.

The Main Menu has been replaced with pull-down menus at the game's startup screen. Select the option you desire from the pull-down menus located at the top of the screen.

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